

BRILEY SOFTWARE

CBM-64

DINNER'S ON!



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0 "DINR/C64 BRILEY " 91 2A
4 "DOS 5.1" PRG
1 "C-64 WEDGE" PRG
19 "DINNR.C64 840115" PRG
13 "GMART.C64 840115" PRG
627 BLOCKS FREE.

READY.

KITCHEN HELPERS 01/84
LOAD AND RUN WEDGE FIRST
TO USE C64 SHORTCUT COMMANDS
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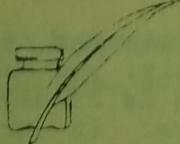
Commodore 64™

Dinner's On!

- High Adventure on the Dinner Plate!
- Instructions Written for the Novice
- Meal Selection for Up to 25 Days
- Sorted Shopping List
- Desserts Picked Separately
- Optional Printer Usage
- Uses Your Favorite Meals and Desserts
- Avoid Indecision and Worries
- Plan Your Meals Days in Advance
- Saves Money by Allowing Bulk Purchases
- Put Your Computer to Work!

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Dinner's On!

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GETTING STARTED

DINNER'S ON! is the program that will save you time and money by planning your dinner menus in advance. This program will pick at random from a list of YOUR favorite meals and YOUR favorite desserts. As it selects these meals, it makes sure that at least 2 days have gone by before picking the same meal again. That keeps the dinner table interesting!

The program will provide you a sorted shopping list of all the ingredients you need for up to 25 days worth. This will cut down on buying either too much or too little when you are shopping. Of course, some things are more practical to buy large quantities of and then stored for later use. Such things like salt, seasonings, flour, sugar, etc. We will cover all this shortly. In the meantime, let's look at how to run the program.

To demonstrate this, we have entered five SAMPLE dinners and eight SAMPLE desserts. After getting used to the program, you will want to replace these with your own favorite meals. Load the program tape into the computer and type the word RUN.

OPTIONAL PRINTER USAGE

After the program has started, the first question to appear on the screen is "IS PRINTER ATTACHED?". If you have a printer, we advise you to attach it and turn it on at this time. When it is turned on, type a "Y" for "Yes". If no printer is available, get a pen and some paper and type "N" for "No". All answers except one are of the Yes/No kind. In each one, a "Y" means "Yes" and "N" means "No". On these Yes/No type questions, DO NOT type anything but the "Y" or "N" keys. The computer will spring to action right after typing that single key.

THE SELECTED MENU

The program will next ask you for the number of days that you want to plan for. If you shop monthly, you may wish to go to the limit of this program which is 25 days worth. If you shop bi-weekly, type in 14 days. In our small example, we will enter a 7, for one week, and hit the RETURN key.

The program produces a list of dinners with desserts for the requested number of days. In our sample, there was not much for the program to choose from and that yielded some rather strange combinations. In fact, we did not like the first menu picked by the computer (see Figure 1.) and when asked the question "DO YOU LIKE THESE SELECTIONS?", our answer was "N" for "No". This sends a line to the printer that says "THIS MENU WAS VOIDED". It helps to keep things straight by informing you which menu goes with the shopping list that comes next.

```
sDINNER'S ON !
DAY # 1- HAMBURGER WITH FRUIT PIE
DAY # 2- TROUT      WITH FR.FRUIT
DAY # 3- SALMON     WITH CN.FRUIT
DAY # 4- CHICKEN    WITH FRUIT PIE
DAY # 5- TROUT      WITH PUDDING
DAY # 6- CHILI      WITH FR.FRUIT
DAY # 7- HAMBURGER  WITH TAPIOCA
THIS MENU WAS VOIDED.
```

Figure 1.

When not satisfied, the computer will produce another menu until you ARE satisfied. We accepted the second menu as shown in Figure 2. We switched a couple of desserts around between the selected meals, but basically we liked the menu.

If you are not using a printer, manually copy down the menu before you type in anything else!! Both the meal name and dessert name are restricted to a nine (9) character name. These can be horribly misspelled names just as long as YOU can figure out what they mean. We will tell you how to put your own meal code-names into the program later.

```
sDINNER'S ON !
DAY # 1- TROUT      WITH ICE CREAM
DAY # 2- CHILI      WITH FRUIT PIE
DAY # 3- SALMON     WITH NO DESERT
DAY # 4- HAMBURGER  WITH CN.FRUIT
DAY # 5- CHICKEN    WITH MUFFINS
DAY # 6- TROUT      WITH JELLO
DAY # 7- HAMBURGER  WITH TAPIOCA
```

Figure 2.

THE SHOPPING LIST

When satisfied with the menu and have a copy of it either written or printed, then type "Y" for "Yes". The program will immediately begin sorting all the ingredients for the meals selected and print out the shopping list. During this time of sorting, a number will appear on the screen increasing in size. When this happens, it is telling you that something is really going on inside the computer and that the program is not taking a cat-nap. The number tells you how many items will need to be purchased.

Once sorted, the sorted list will appear looking much like that in Figure 3. The items are grouped together in the units needed for one meal. Lemon, for example, is listed three times because it is a garnish for three separate meals. If you are not using a printer, copy down this list by hand and condense where possible. Your list in the lemon case would read "3 Lemons".

You may scan through the shopping list by tapping any key when the words "TAP ANY KEY" appear. At the end of the shopping list, the program will give you a chance to see it again. It even double-checks to make sure that you really meant to go on by asking "ARE YOU SURE?". This is a safety device for you who must work with pen and paper.

SHOPPING LIST

BEEF PATTIES 2LBS	ONION 2 OZ
BEEF PATTIES 2LBS	ONION 2 OZ
BRAN MUFFINS- 1 BOX	ONION FLAKES 2TBLSPN
BREAD STICKS 1PKG	PEAS&CARROTS 1*FRZN
BUNS 1PKG OF 8	PINTO BEANS 1 CAN
BUNS 1PKG OF 8	POTATO CHIPS
CELERY&CARROT STICKS	POTATO CHIPS
CELERY&CARROT STICKS	RICE PILAF- BOX
CHEESE 8 SLICES	RICE PILAF- BOX
CHEESE 8 SLICES	SALAD CROUTONS 4 OZ
CHICKEN 2 BREASTS	SALMON 2STEAKS
FRENCH BREAD 1LOAF	SODAS 4BOTTLES
FRUIT PIE- FRZN	SODAS 4BOTTLES
FRUIT- ANY KIND 1CAN	SPINACH 1PKG FRZN
GREEN PEPPER 1/2 MEDM	STUFFING 1 PKG
HAMBURGER 1LB	TAPIOCA PUDDING
ICE CREAM 1 PINT	TOMATO MEDM
JELLO- ANY KIND	TOMATO MEDM
LEMON	TOMATOES 1 CAN
LEMON	TOMATOES 2 MEDM
LEMON	TROUT 10 OZ
LETUCE 1/2 HEAD	TROUT 10 OZ
LETUCE 1/2 HEAD	WALNUTS 1/8 CUP DICED
LETUCE HEAD	WHIPPING CREAM 1 CUP
MILK 1 QRT	WILD RICE 1BOX
MILK 1 QRT	ZUCHINI 2 CUPS SLICED

Figure 3.

THE MEAL INGREDIENTS

If you want to see which ingredients on the shopping list belong to which meals, then take the next program option to view the meal/dessert data. Figure 4 shows how this is sent to the printer. The screen display is similiar.

MEAL INGREDIENTS

DINNER# 1: CHICKEN

CHICKEN 2 BREASTS
TOMATOES 2 MEDM.
GREEN PEPPER 1/2 MEDM
STUFFING 1 PKG
ZUCHINI 2 CUPS SLICED
PEAS&CARROTS 1*FRZN
MILK 1 QRT
BREAD STICKS 1PKG
ONION FLAKES 2TBLSPN

DINNER# 2: HAMBURGER

BEEF PATTIES 2LBS
BUNS 1PKG OF 8
CHEESE 8 SLICES
LETTUCE 1/2 HEAD
CELERY&CARROT STICKS
POTATO CHIPS
SODAS 4BOTTLES

DINNER# 3: CHILI

HAMBURGER 1LB
PINTO BEANS 1 CAN
TOMATOES 1 CAN
LETTUCE HEAD
SALAD CROUTONS 4 OZ
MILK 1 QRT
FRENCH BREAD 1LOAF

DINNER# 4: SALMON

SALMON 2STEAKS
WILD RICE 1BOX
SPINACH 1PKG FRZN
LEMON

DINNER# 5: TROUT

TROUT 10 OZ
TOMATO MEDM
RICE PILAF- BOX
LEMON
ONION 2 OZ

Figure 4.

Please notice that the meal code-name is NOT considered an ingredient. All ingredients must list the amount required for that meal and these are listed behind the item involved.

After the meals are viewed, then the desserts are given to you in a similiar manner as seen in Figure 5. Our family likes to skip the sweets every now and then. This is done by entering a dessert with the code-name of "NODESSERT". You may enter a code-name several times in order to make the

program pick that name more often. If you LOVE peaches, then entering the name for peaches three or four times will almost have you eating peaches all month long! We found in the same manner that entering two code-names for no dessert suited us about right. In all cases, unless the code-name is a bit different, such as PEACH-1 and PEACH-2, there is still a two day period between serving exactly the same meal or same dessert.

DESSERTS

DESSERT# 1: TAPIOCA
TAPIOCA PUDDING

DESSERT# 2: NO DESERT

DESSERT# 3: JELLO
JELLO- ANY KIND

DESSERT# 4: CN.FRUIT
FRUIT- ANY KIND 1CAN

DESSERT# 5: FR.FRUIT
FRESH FRUIT(IN SEASON) 2

DESSERT# 6: ICE CREAM
ICE CREAM 1 PINT
WALNUTS 1/8 CUP DICED

DESSERT# 7: FRUIT PIE
FRUIT PIE- FRZN
WHIPPING CREAM 1 CUP

DESSERT# 8: PUDDING
INSNT PUDDING- ANY KIND

DESSERT# 9: MUFFINS
BRAN MUFFINS- 1 BOX

Figure 5.

ENTERING THE DATA

In this program, up to 25 different meals, each of which may contain up to 9 major ingredients, and up to 25 desserts, which have up to 2 main ingredients, may all be stored at the same time. If the computer says "REMOVE SOME DATA", then your computer is low on some memory space. If this is the case, you should either remove a meal or abbreviate the ingredients until the message no longer appears.

ENTERING A MEAL AND ITS INGREDIENTS

Use our sample meals to guide you in this process. Make sure that letters are typed in upper case. Just to make sure, when the computer says "READY", type in POKE59468,12 and hit the RETURN key.

In Figure 6, obtained by typing LIST 10-330 and hitting the RETURN key, you will see lines numbered from 70 through 150 which contain our sample meals, and lines from 160 through 320 which only say "REM", and line 330 which should be left alone.

WARNING TO DISK AND C128 USERS

The enclosed program will only run on a Commodore 64 (or a Commodore 128 using the built-in C64 mode). It will NOT run in native C128 mode.

If a diskette is enclosed, please ignore instructions in the manual about cassette tape usage. Instead, you must look at the disk directory to obtain the name of the program.

```
LOAD"$/",8           -return-
LIST                 -return-
LOAD"name-of-program",8 -return-
```

If only one program appears on the diskette, you can load the program directly. You must reinsert the diskette for this to work.

```
LOAD"*",8           -return-
```

If the program uses disk files, you MUST format a blank diskette for storing your data. See your 1541 or 1571 disk manual for instructions.

If you are using the DOS Wedge from your 1541 Demo Diskette, type:

```
>NØ:my-own-stuff,xx -return-
```

...where "my-own-stuff" is any 16 character disk header and "xx" is any 2 character disk number.

REQUEST FOR TECHNICAL ASSISTANCE

Enclose photocopy of sales slip (or other proof of purchase), disk copy of your own data (if applicable), notes about screen behavior, and anything else which looks like a clue. Protect any diskette sent to us with a piece of cardboard. Allow two weeks for response(s).

ALL warranty service work is done by mail and ONLY at this address.
Send to: BRILEY SOFTWARE, Box 2913, Livermore, CA 94550-0291

Name of Program..... Date of Purchase.....

Brand/Model of Computer.....

Brand/Model of Printer.....Disk Drive.....

Your Name.....

Mailing Address.....

City..... State..... Zip.....

Description of Problem: (Attach additional sheets if needed)

Each of the sample meals starts out with the line number, the word DATA, the meal code-name in quotes, and separated by commas are the meal ingredients. If the ingredients take up more than one line (80 characters), then the next numbered line starts with the line number, the word DATA, and then followed by the remaining ingredients.

You may notice an asterisk on some lines. IF there are less than 9 ingredients, this asterisk (*) follows the last entered ingredient. This saves space in the computer for more data. If you use up all 9 places for ingredients, then be sure NOT to place an asterisk next. This little fellow is the key to the whole program. Make sure you understand this paragraph before going further!

```
10 REM DINNER'S ON!
20 REM C.1979, HARRY BRILEY
30 DEF FNA(X)=INT(RND(1)*(X+1));IFFRE(7,"SOME DATA":END
40 REM -----
50 REM MEALS GO HERE; SEE INSTRUCTION
60 REM -----
70 DATA "CHICKEN",CHICKEN 2 BREASTS,PEPPER 1/2 MEDM
80 DATASTUFFING 1 PKG,ZUCHINI 2 CUP,*,*FRZN,MILK 1 QRT
90 DATABREAD STICKS 1PKG,ONION FLA
100 DATA "HAMBURGER",BEEF PATTIES, CHEESE 8 SLICES
110 DATA LETTUCE 1/2 HEAD,CELEERY, CHIPS,SODAS 4BOTTLES,*
120 DATA "CHILI",HAMBURGER 1LB-PES 1 CAN,LETUCE HEAD
130 DATASALAD CROUTONS 4 OZ,MIL LOAF,*
140 DATA "SALMON",SALMON 2STEACH 1PKG FRZN,LEMON,*
150 DATA "TROUT",TROUT 10 OZ BOX,LEMON,ONION 2 OZ,*
160 REM
170 REM
180 REM
190 REM
200 REM
210 REM
220 REM
230 REM
240 REM
250 REM
260 REM
270 REM
280 REM
290 REM
300 REM
310 REM
320 REM
330 DATA "END"
```

Figure 6.

The next step is to practice by putting in a phoney meal. I will make up a meal name for sloppy joes...by entering a meal-code name of "SLOPPYJOE". Meal ingredients call for one hamburger bun, ground beef, tomato sauce, and seasonings. A glass of milk and a tossed salad will top it off. This phoney meal is made for one person and can be entered on your computer by typing this:

```
160 DATA "SLOPPYJOE",MILK 8OZ,LETUCE - SALAD,BUN
170 DATA HAMBURGER 4OZ,SLOPPY JOE MIX 1CAN,*
```

Enter each line exactly as seen and hit the RETURN key in order to make it part of the program. Now run the program and ask for a menu. Our phoney meal will probably be picked with its respective meal ingredients appearing in the shopping list. The meal only had five major ingredients and thus required the asterisk to be used.

All the rules of the BASIC language apply when either adding or subtracting from meals. To remove a meal, type in the line numbers one at a time that contain the meal. To delete our last meal, type in 160, hit the return key, type in 170, and hit the return key again. To add a meal, look for a place in the number range 70 through 320 that is unused. ANY NUMBER IN THAT RANGE WILL SUFFICE. Always make sure that the meals entered start with a meal code-name and end with an asterisk if needed.

ENTERING A DESSERT AND ITS INGREDIENTS

The rules for entering a dessert into the program are similar to a meal. Each dessert also has a code-name BUT only allows two major ingredients per dessert. If less than two ingredients, use the asterisk to mark the last ingredient. For example, our low calorie dessert with the code-name "NODESSERT" has no ingredients and has an asterisk following the code-name immediately.

The desserts, see Figure 7, can be viewed in their program form by typing LIST 340-550 and hitting the RETURN key. The same method for adding or deleting meals also apply in the case of desserts. Any number from 370 through 540 may be used for your favorite desserts.

```
340 REM -----
350 REM DESSERTS HERE, SEE INSTRUCTIONS
360 REM -----
370 DATA"TAPIOCA",TAPIOCA PUDDING,*
380 DATA"NO DESERT",*
390 DATA"JELLO",JELLO- ANY KIND,*
400 DATA"CN.FRUIT",FRUIT- ANY KIND 1CAN,*
410 DATA"FR.FRUIT",FRESH FRUIT(IN SEASON) 2,*
420 DATA"ICE CREAM",ICE CREAM 1 PINT,WALNUTS 1/8 CUP DICED
430 DATA"FRUIT PIE",FRUIT PIE- FRZN,WHIPPING CREAM 1 CUP
440 DATA"PUDDING",INSN'T PUDDING- ANY KIND,*
450 DATA"MUFFINS",BRAN MUFFINS- 1 BOX,*
460 REM
470 REM
480 REM
490 REM
500 REM
510 REM
520 REM
530 REM
540 REM
550 DATA"END"
560 REM -----
570 REM PROGRAM BELOW, DO NOT ALTER
580 REM -----
590 PRINT" HANG ON,,,LOADING THE DATA"
```

Figure 7.

A WORD ABOUT QUANTITY

All the meals that you enter into the program must each feed the same number of people. If planning for two people, give quantities needed for just two. If planning for a cafeteria then give quantities in cafeteria size terms. Where possible, abbreviate quantities to conserve memory space. Some examples are: BX for box; CN for can; QRT for quart; FRZN for frozen; and PKG for package.

SAVING THE DATA AND PROGRAM

You may save the newly entered meals onto cassette or disk. If using cassette, it is recommended to record the program twice. Use the verify function of your computer to make sure that the program made it to tape or disk properly. DO NOT RECORD OVER THE ORIGINAL CASSETTE!!! If something goes wrong with your version, you will want to have the protection of keeping the original in a safe place!

If you are a computer novice, we ask you NOT to alter any part of the program from line 550 and onward. Making that "one last change" is often more trouble than it is worth. We have tried to make the use of this program as easy as possible through the asterisk method of data entry. After saving the data and program (with any changes where needed), please be aware that the program is still covered under copyright law. Do not trade, sell, loan, or make copies for other people.

WHAT IF ????

It could be that the BASIC language as installed in your particular computer may perform differently than the form used in this program. Two problems may arise. First, your computer may not list the program in upper case letters. This may lead to a second problem where DATA statements will require quotation marks ("") to start and end each meal ingredient entered. If either case is yours, then enter the meals in the case mode available without using the SHIFT keys. Use quotation marks on all ingredients if the computer acts oddly when not used. It is preferred to not use these in order to conserve memory space, but your particular machine may not allow it.

SUMMARY

Here is a quick look at what the program does when you type RUN. Follow the arrows depending upon how you answer the questions. As you can see, it provides several opportunities to re-list meals, menus, and the shopping list. Since printers are expensive, we thought that those of you who had to work with pencil and paper deserved a break. You can re-list the data as many times as needed in order to double-check what you have copied down or to catch things that you might have missed. Of course, those of you who own printers can obtain complete listings of menus, shopping lists, and meal data automatically.

```
(Type in RUN)
== Computer loads meal data ==
IS PRINTER ATTACHED ? (yes or no)
HOW MANY DAYS TO PLAN FOR ? (up to 25 days)
== Computer lists meals selected ==
DO YOU LIKE THESE SELECTIONS ? No
    Yes
    ↓
    == Computer sorts ingredients ==
    == Computer lists ingredients == ←
        (Tap any key to scan through list)
DO YOU WANT TO SEE IT AGAIN ? Yes
    No
    ↓
    ARE YOU SURE ? No
        Yes
        ↓
        ANOTHER MENU ? Yes
            No
            ↓
            DO YOU WANT ALL THE MEALS DESCRIBED ? No
                Yes
                ↓
                == Computer lists meal names and ingredients ==
                    (Tap any key to scan through list)
                DO YOU WANT TO SEE IT AGAIN ? Yes
                    No
                    ↓
                    == Computer lists READY ==
                        (Type RUN to restart the program)
```

OTHER STUFF

Most, but not all, actions do not require the RETURN key. If you find yourself in the READY state by accident, then type in the word CONT and tap the RETURN key. This will return you to exactly where you left the program.

PASS THE WORD!

This program is one of many useful programs sold by us. If your local dealer does not carry this or the other programs that are available, then please ask him to do so.

COPRIGHT

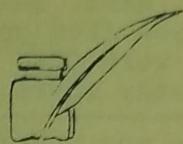
This program is under the copyright law and thus is NOT intended for clubs or organizations to purchase a single copy for distribution among members! Please help make our industry one of honest and ethical practice.

DISK USERS

Because of the nature of this program, you may transfer the program bearing your favorite meals to any disk unit. The program is complete and is independent of the storage device method.



BRILEY SOFTWARE
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DINNER'S ON! Pre-record favorite dinners and let this program pick a meal plan for up to 15 days. Desserts picked separately. Prints sorted shopping list. Useful for home, frequent camping trips, or sack lunch variety.

Complete instructions are given for pre-recording your favorite meals. No data tape needed! Adaptable to disk users. May be used as a companion to our other program called GROCERY MART.

All programs were written with you the user, in mind. The interaction is simple and self-directed by cues that ask for your response.

These programs use the Anadex DP-8000, Commodore 2022, or equivalent printers as an option by the user.